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NINTENDO DS™

NTR-A2TP-UKV

TOP SPIN 2



INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



This Game Card will work only with the Nintendo DS system.



1-2

WIRELESS DS MULTI-CARD PLAY
THIS GAME ALLOWS WIRELESS MULTI-PLAYER GAMES WITH EACH NINTENDO DS SYSTEM CONTAINING A SEPARATE GAME CARD.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo DS, Game Card, Game Pak, or accessory. The booklet contains important health and safety information. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

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Getting Started

1. Turn OFF the Nintendo DS™ system by pressing the Power Button. Never insert or remove a Game Card when the power is ON.
2. Insert the *Top Spin® 2* Game Card into the Game Card slot on the back of the system and push until it clicks into place. The label should face towards the bottom of the DS.
3. Turn ON the Nintendo DS system by pressing the Power Button. The safety information screen will appear. Touch the Touch Screen to continue.
4. Touch the *Top Spin 2* Game Card icon on the Touch Screen. The logo screens will appear.
5. When the language select screen appears, select a language, and then press the A Button.
6. When the title screen appears, press START or touch the Touch Screen to advance to the Main Menu.

Top Spin 2 Game Controls



***Top Spin 2* Game Controls (Cont.)**

Control Pad – Move the player / Aim the shot or serve after starting your backswing.

Shots

A Button – Safe Shot

B Button – Topspin Shot

X Button – Slice Shot

Y Button – Lob Shot

Hold the buttons for more power.

L Button – Drop Shot

R Button – Risk Shot

Release the button when the bar is in the middle of the risk meter.

Serves

A Button – Safe Serve

B Button – Topspin Serve

X Button – Slice Serve

L Button – Spoon Serve

R Button – Risk Serve

Release the button when the bar is in the middle of the risk meter.

START – Pause Menu

Introduction

Top Spin 2 is a realistic tennis game designed to capture the professional tennis player experience. Create and train your player, and compete in tournaments to become the number one player in the world. You can also play just for fun in customised singles exhibition matches and tournaments.

Main Menu

The Main Menu appears after you press START on the title screen. There are three options for you to choose from:

Play Now: Choose to play Exhibition or Tournament.

- Exhibition: Play with any licensed player in an individual singles match where you select all the settings.
- Tournament: Set up your own customised singles tournament.

Career: Experience the life of a professional tennis player. Create your player, train in mini-games, and compete in tournaments around the world to climb to the top of the rankings.

Options: Choose a language, toggle the music and sound effects on or off, and view the game credits.

Game Screen

ITZ Meter – The In The Zone (ITZ) meter tracks the energy your play is generating. The crowd feeds this energy but you create it by hitting great shots, acing serves, taking risks, and winning points.



Power Meter – Indicates the level of power your serve will have.



Risk Meter – Hit the centre line of the meter to hit a risk shot/serve.



Exhibition

Play in a single match where you choose the venue, players, and length and difficulty settings.

1. From the Main Menu, select Play Now.
2. Select Exhibition.
3. Select One Player Mode to play alone.
4. Select the settings for your match.
5. Choose a venue.
6. Choose your player and an opponent. Press the X Button or Y Button to alternate between two outfits for the selected player.
7. Enter the match.

Exhibition Settings:

Games: Choose from 2 to 6.

Sets: Select 1, 3, or 5.

Deuce: Select On or Off.

Tiebreak: Select On or Off.

Difficulty: Select Easy, Medium, or Hard.

Multiplayer

Compete against a friend using the Nintendo DS Wireless feature.

1. From the Main Menu, select Play Now.
2. Select Exhibition.
3. Select Multiplayer Mode.
4. Select Yes when asked if you want to use DS Wireless.
5. Select Join Game or Create New Game

To create a new game:

- Select CREATE NEW GAME
- Select the Exhibition settings for your match.
- Choose a venue.
- Enter the waiting room. The prompt "Waiting for opponent to join..." appears. To cancel your multiplayer game, select BACK.

To join a game:

- Select JOIN GAME
- A list of available games appears (if there are no multiplayer games available, the prompt "No server found. Retrieving server list." appears). To cancel, select BACK.
- Choose a created game to join.

Multiplayer (Cont.)

6. Once connected to an opponent, choose your player.
7. Wait if your opponent hasn't selected a player.
8. Enter the match after both players have been selected.

Hitting the Ball

Serving

A power meter is displayed during your serve to indicate the level of power your serve will have.

To serve the ball

1. Press the A Button to start a safe serve.
2. Press the A Button again to set the power level on the serve meter and hit the serve. Release the button when the serve meter is in the red area to hit a serve with maximum power.
3. Use the Control Pad after starting your backswing to aim your serve.

Other types of serves can be performed using the corresponding control.

Hitting the Ball (Cont.)

Serve Types

A Button Safe Serve – A fast serve with little or no spin on the ball.

B Button Topspin Serve – A serve with forward spin on the ball that produces a high bounce.

X Button Slice Serve – A serve with sidespin on the ball that stays low going over the net and produces a low bounce.

R Button Risk Shot Serve – A devastating serve that's tough to pull off and tough to return. Release the R Button when the bar is in the middle of the risk meter.

L Button Spoon Serve – An underhand serve, usually used to catch your opponent off guard when they're playing deep. Release the L Button when the bar is in the middle of the risk meter.

Returning

When you return a serve or a shot, it's important to get into position early. The more time you have to prepare your shot, the better it will be.

Hitting the Ball (Cont.)

To return the ball

1. Press the A Button to hit a safe shot. Pressing and holding the button will give your shot more power, better control over the angle, and increased accuracy. This function also works for the B, X, and Y Buttons.
2. Use the Control Pad after starting your backswing to aim your shot. Other types of shots can be performed using the corresponding control.

Shot Types

A Button Flat/Safe Shot – A shot with no spin on the ball. This shot is less likely to go out of bounds.

B Button Topspin Shot – A shot with forward spin on the ball that produces a high bounce. Be careful, this shot can go long.

X Button Slice Shot – A shot with backspin that keeps the ball low. This is an excellent defensive shot.

Y Button Lob Shot – A high arcing shot that can buy you time to get back into position or get your opponent off the net.

R Button Risk Shot – A difficult to perform but powerful shot that your opponent will have a hard time returning. Release the R Button when the bar is in the middle of the risk meter.

Shot Types (Cont.)

L Button Drop Shot – A soft, short shot with backspin that drops just over the net. Use this shot when your opponent is playing too far back or to disrupt their rhythm. Release the L Button when the bar is in the middle of the risk meter.

Tournament

Set up your own customised tournament and compete in singles matches against increasingly tough opponents.

1. From the Main Menu, select Play Now.
2. Select Tournament.
3. Select the settings for your tournament. Settings are similar to Exhibition, but you also select the number of rounds your tournament will have: 2, 3, 4, or 5.
4. Choose a venue.
5. Choose your player.
6. Information on your opponent is displayed. Press the A Button to proceed to the match.

You begin your career ranked 100 in the world with the goal of becoming number one. Compete in tournaments around the world to improve your ranking, play mini-games to increase your attributes, and take on special key match challenges!

Player Creator

Kick off your career by creating your player.

To create your player

1. Enter a name for your player.
2. Choose your player's gender, style, and country.
3. Choose your player's skin colour, serve style, and grunt setting.

World Map

The world map is the centre of your tennis career. From here, you can access tournaments, mini-games, and your player's home. Early in your career, you will not have access to everything on the map. However, more items will become available as your career progresses.

Career (Cont.)

Use the Control Pad to move around on the world map. Press the L Button/R Button to zoom in and out.

- **Tournaments:** Compete in tournaments to win money and improve your world ranking.
- **Training Centre:** Increase your attributes and practice your skills.
- **Home:** Press SELECT to view your player information and attributes.

World Map Icons



Locked Tournament/
Mini-Game



Available Tournament/
Mini-Game



Completed Tournament
(no longer available)

World Ranking

You are ranked 100 in the world at the start of your career. Your world ranking improves as you win matches and earn ranking points. As you move up in the rankings, you will begin to unlock items on the world map.

Career (Cont.)

Attributes

Your player is defined by several attributes. By completing mini-games, you will earn Bronze stars that can be put toward increasing specific attributes to enhance your player in those areas. Complete additional training levels to upgrade your Bronze stars to Silver then Gold, giving your player the biggest boost in those attributes.

Mini-Games

Play mini-games to earn stars that can be put toward increasing your attributes. Mini-Games are also a good way to master a variety of skills.

There are four mini-games, each with three difficulty levels. The better your performance and the higher the training levels you complete, the more stars you will earn. At the start of your career, all Level 1 mini-games are available. The higher training levels become available when you reach a certain rank: Level 2 at rank 70 and Level 3 at rank 40. However, you must successfully complete Level 1 in order to advance to the next level in a particular mini-game.

Mini-Games (Cont.)

Serve Sniper

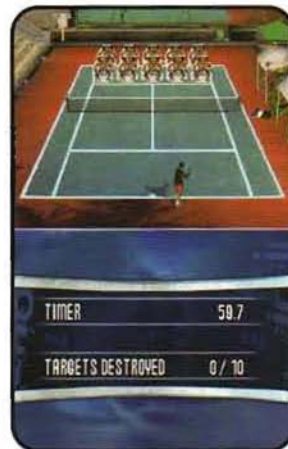
Serve balls at the targets on the court to eliminate them. You will score points for each target you hit and eliminate. Watch out for the white targets; hitting these targets will take away from your point total! Each time you clear the court, the service side changes and more targets are placed in random locations. Eliminate as many targets as you can to reach the required minimum score within the time limit.



Mini-Games (Cont.)

Inflatable Carnage

Start by serving a ball at the inflatable targets with enough power to pop one. If you hit a target but your shot doesn't have enough power to pop it, the ball bounces back and you can try again. Your goal is to pop all of the targets. Keep playing the ball until you miss it or a target. If you miss, you play a new ball that is launched at you. This cycle continues until all of the targets have been popped or you run out of time. The higher the training level, the more targets you will need to pop.



Mini-Games (Cont.)

Shot Sequence

The opposite side of the court is divided into four coloured sections. A sequence of lighted sections is displayed. Your goal is to reproduce the sequence by hitting balls launched at you onto the coloured sections in the same order. When the ball hits the correct section, it bounces back and you must aim at the next section in the sequence. Continue until the entire sequence has been reproduced. If you miss the ball or hit it onto the wrong section, the sequence will be displayed again. Complete the sequences within the time limit.



Mini-Games (Cont.)

Tic-Tac-Toe Tennis

A tic-tac-toe board is drawn on the opposite side of the court. A ball machine launches balls at you that you try to hit in one of the nine squares on the board. If you hit an empty square, an X marks the spot. After each successful shot, an O is placed in one of the remaining empty squares. Your goal is to get three Xs in a row. If you miss the ball, send it outside of the board, or hit it in a square that is already occupied with an X or an O, you can try again until the ball lands in an empty square.

If you or the A.I. wins, or the game ends in a draw, a new game will start. To win, beat the A.I. in two out of three games. The higher the training level, the smarter the A.I. will play.



Options

To access the Options Menu, press START during a match to bring up the Pause Menu. You can change the camera setting and quit the match.

Saving and Loading

Your career is automatically saved after you enter your player's name and press the A Button. The saved career file will have the same name you chose for your player.

To load a saved career

1. From the Main Menu, select Career.
2. Highlight a saved file.
3. Press the A Button to load or the L Button or R Button to delete the file.

Credits

PAM DEVELOPMENT

Managing Director

Pierre Adane

Financial Director

Patrick Guillanton

Technical Director

Laurent Gorga

Platform Lead

Samuel Toulouse

Producer

Estelle le Renard

Production Assistant

Alexandre Plissonneau

Technical Director 2D Game

Engine

Eric Zmiro

Programming

Alain Boisramé

Bertrand Faure

Simon Lieutaud

Gilles Montenach

Thomas Volbrecht

Additional Programming

Arnaud Chapalain

Frédéric Goset

Damien Hinsinger

Olivier Painnot

Gaétan Penotet

Romain Prieto

Quentin Richet

Gwenaél Tranvouez

Art

Eric Breistroffer

Alexandre Chekroun

Sylvain Dousset

Thierry Levastre

Samir Moussa

Additional Art

Olivier Baron

Christophe Kermorgant

Sébastien Lachambre

Jérôme Lignier

Sébastien Lucas

Gaétan Penotet